Simen Wolters

Generalist Programmer
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Skills

Focus Areas: Gameplay Programming, Engine Programming, Tools Development
Programming Languages: C++, GLSL, Python, PHP, JavaScript, CSS
Game Engines: Unreal Engine 5 (Blueprints & C++), Custom C++ Engines
Frameworks & Libraries: OpenGL, EnTT, ImGui, GLM, Jolt, Cereal, STL
Developer Tools: Visual Studio, Visual Studio Code, CMake
Version Control & Collaboration: Git, GitHub, Perforce, BitBucket, Jira, Confluence, Agile/Scrum
Languages: Dutch (Native), English (Fluent)
Interests: Games, films, music, creative side projects

Selected Projects

Ascension Protocol (Mantis Engine) *(Year 2)* May 2025 – June 2025

- Developed gameplay systems for a VR action game built on a custom C++ engine, including enemy systems (3D AI movement, attack behaviours, spawning), and progression mechanics (rising platform, collapsing floor)
- Collaborated in a multidisciplinary team, working closely with engine and gameplay programmers to integrate gameplay features into core engine systems
- Delivered project updates and managed itch.io releases

Mantis Engine *(Year 2)* February 2025 – June 2025

- Contributed to the development of a custom cross-platform C++ game engine targeting VR projects
- Worked on engine systems including tooling support, gameplay feature integration, in-world UI rendering

Procedural Terrain Generator *(Year 2)* November 2024 – January 2025

- Solo project implementing a procedural terrain system with Perlin noise, biome blending and texturing
- Implemented LOD via tessellation shaders to efficiently render large-scale terrains
- Focused on performance, scalability, and visual clarity within a custom rendering pipeline

IgKnighted *(Year 1)* May 2024 – June 2024

- Developed gameplay systems (player combat, enemy behaviours) for a twin-stick bullet-hell shooter, collaborating closely with designers and artists
- Implemented a dynamic difficulty system that adapts gameplay challenge during runtime
- Contributed to a successful itch.io launch with 250+ plays and positive feedback on gameplay feel

CPU Ray Tracer *(Year 1)* March 2024 – April 2024

- Built a CPU-based ray tracing renderer from scratch, supporting shadows, reflections, multiple light types, anti-aliasing, basic denoising, and reprojection
- Implemented recursive ray tracing, including ray traced portals that correctly render and allow traversal between spaces

Professional Experience

CodeForce July 2022 – June 2025
DevOps Engineer Junior *Zoetermeer, Netherlands*

- Tested, validated, and monitored production systems, identifying, reproducing, and documenting issues in live environments
- Diagnosed and fixed bugs across frontend and backend codebases, working with existing systems
- Implemented small features and maintenance improvements with a focus on stability and reliability
- Collaborated in a small team with shared responsibility for system quality, releases, and stability

Education

Breda University of Applied Sciences August 2023 – Expected June 2027
Bachelor of Science in Creative Media and Game Technologies *Breda, Netherlands*